

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims:

1. (currently amended) A gaming device comprising:
a controller that includes means for determining an amount of a player's wager;
a plurality of awards;
the wager including a plurality of different types of wagerable components, ~~said components each wagered on a same random generation~~;
a display device connected to said controller;
a game adapted to be displayed to a player by said display device, the controller requiring the player to select an amount for each of the wagerable components to operate the game; and
said game having odds ~~with respect to the same random generation~~ of said player winning a designated one of the awards, said odds of winning changing linearly due at least in part to a variation of odds in the game of obtaining an outcome predetermined to yield the designated award when either one or both of the different types of wagerable components of said wager changes.
2. (previously presented) The gaming device of Claim 1, wherein said odds of winning said designated award increase linearly when any component of said wager increases.
3. (previously presented) The gaming device of Claim 1, wherein the game includes a plurality of reels and a payline, and wherein said odds of winning said designated award increase when said player increases an amount wagered on said payline.

4. (original) The gaming device of Claim 3 wherein said game includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the amount wagered on said payline.
5. (original) The gaming device of Claim 3, wherein said game includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the amount wagered on said payline and upon at least one odds constant.
6. (previously presented) The gaming device of Claim 1, wherein the game includes a plurality of reels and a plurality of paylines, and wherein said odds of winning said designated award increase as said number of wagered paylines increases.
7. (original) The gaming device of Claim 6, wherein said game includes a bonus round in which said player can win said award, said bonus round being enabled when said game generates a bonus round triggering condition on one of said paylines.
8. (original) The gaming device of Claim 6, wherein said game includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the number of paylines wagered.
9. (original) The gaming device of Claim 6, wherein said game includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the number of paylines wagered and upon at least one odds constant.
10. (original) The gaming device of Claim 6, wherein said game includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the number of paylines wagered and the amount wagered per payline.

11. (original) The gaming device of Claim 6, wherein said game includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the number of paylines wagered, the amount wagered per payline, and upon at least one odds constant.

12. (currently amended) A slot machine comprising a plurality of reels, a plurality of paylines associated with the reels, a smallest machine allowable wager on each payline, a largest machine allowable wager on each payline, and a jackpot award as an outcome of a player interactive event, wherein a player selected wager per payline and a player selected number of paylines wagered form an overall wager, the overall wager required to initiate the event, wherein said event enables a player wagering the smallest machine allowable wager on one of said paylines to have a chance to win said jackpot award, wherein a payout ratio of the amount wagered versus odds of winning the jackpot award is constant regardless of the number of paylines wagered and an amount wagered per payline, ~~and wherein the number of paylines wagered and the amount wagered per payline are each required to play a same random generation within the player interactive event~~ due at least in part to a variation of odds in the player interactive event of obtaining an outcome predetermined to yield the jackpot award.

13. (previously presented) The slot machine of Claim 12, which includes a plurality of awards, one of which is the jackpot award, and wherein a payout ratio for each of the plurality of awards is constant.

14. (previously presented) The slot machine of Claim 12, wherein the odds of winning the jackpot award increase as the player's wager increases.

15. (currently amended) A slot machine comprising a plurality of reels, a plurality of paylines associated with the reels, a jackpot award as an outcome of a player interactive event and odds of winning the jackpot award that increase linearly when either a bet per payline wager increases or a number of paylines wagered increases due at least in part to a variation of odds in the player interactive event of obtaining an outcome predetermined to yield the jackpot award, and wherein the number of paylines wagered by the player and the bet per payline made by the player form an overall wager, the overall wager required to initiate the event.

16. (previously presented) The slot machine of Claim 15, wherein a payout ratio for the jackpot award is constant regardless of the number of paylines wagered and the amount wagered per payline.

17. (previously presented) The slot machine of Claim 15, wherein said jackpot award is progressive.

18. (currently amended) A slot machine comprising a plurality of reels and a plurality of paylines ~~associated with the same reels~~, wherein at least one award is provided and the odds of winning the award vary proportionally based on a number of the paylines played and also vary proportionally based on a number of credits wagered per payline due at least in part to a variation of odds of obtaining an outcome predetermined to yield the award, and wherein the number of paylines played by the player and the credits wagered by the player per payline form an overall wager, the overall wager required to initiate a spinning of the reels and to potentially win the award.

19. (previously presented) The slot machine of Claim 18, which includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the amount wagered per payline.

20. (previously presented) The slot machine of Claim 18, which includes a number of attempts at randomly producing said award, said number of attempts being dependent upon the amount wagered per payline and upon at least one odds constant.

21. (previously presented) The slot machine of Claim 18, which includes a production of a plurality of symbols on said reels, said award being dependent upon a production of a predetermined symbol or symbol combination on a payline, said symbol or combination being dependent upon the amount wagered per payline.

22. (previously presented) The slot machine of Claim 18, which includes a production of a plurality of symbols on said reels, said award being dependent upon a production of a predetermined symbol or symbol combination on a payline, said symbol or combination being dependent upon the number of wagered paylines.

23. (previously presented) The slot machine of Claim 18, which includes a bonus round of said slot machine.

24. (canceled)

25. (previously presented) A slot machine having a base game comprising a plurality of reels and a plurality of paylines, whereby a player selects a wager per payline and a number of paylines upon which to place the wager, wherein the wager per payline and the number of paylines wagered are each wagered on and required to play a same random generation of the reels, and wherein the odds of entering a bonus game from the base game increase as the player's wager per payline in the base game increases and a number of opportunities to achieve an award in the bonus game increases as a number of paylines wagered in the base game increases.

26. (previously presented) The slot machine of Claim 25, wherein the odds of entering the bonus game change as a result of different reel symbol combinations having different probabilities based on the wager per payline.

27. (previously presented) The slot machine of Claim 25, wherein the odds of entering the bonus game change proportionally based on the wager per payline.

28. (canceled)

29. (previously presented) The slot machine of Claim 25, wherein each of the paylines passes through a single paystop on one of the reels.

30. (original) The slot machine of Claim 29, wherein at least one odds constant also affects the odds of winning said award once said bonus round has been triggered.

31. (previously presented) The slot machine of Claim 25, wherein the bonus game includes multiple levels, a first level having odds depending on the number of paylines wagered and a second level having constant odds.

32. (previously presented) The slot machine of Claim 31, wherein at least one odds constant also affects the odds of the first level.

33. (previously presented) The slot machine of Claim 31, wherein the first and second levels each include a random generation device selected from the group consisting of: a spinning wheel and a spinning reel.

34. (previously presented) The slot machine of Claim 33, wherein the bonus game award has a payout ratio that is constant regardless of the number of paylines wagered and the wager per payline.

35. (previously presented) A gaming device comprising:
a plurality of reels;
a plurality of symbols on the reels;
a plurality of paylines associated with the reels;
a bonus game having a designated bonus award, wherein the bonus game is initiated by a designated symbol or combination of symbols on one of the paylines, odds of generating said designated symbol or combination of symbols that vary based on one of (a) a number of the paylines wagered and (b) a wager per payline;
odds of generating said designated bonus award in the bonus game that vary based on the other of (a) the number of the paylines wagered and (b) the wager per payline; and
wherein the designated bonus award has a constant payout for all combinations of the paylines wagered and for all the wagers per payline.

36. (previously presented) The gaming device of Claim 35, wherein at least one of the odds of generating the combination of symbols and the odds of generating the bonus award vary linearly based on the number of paylines wagered and the wager per payline, respectively.

37. (previously presented) The gaming device of Claim 36, wherein at least one of the odds of generating the combination of symbols and the odds of generating the bonus award vary proportionately with the number of paylines wagered and the wager per payline, respectively.